



## Play castles at home!

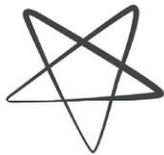
Here are 16 play activities to get you started. Share your own ideas with us online using #LearningWithHES.



HISTORIC  
ENVIRONMENT  
SCOTLAND

ÀRAINNEACHD  
EACHDRAIDHEIL  
ALBA

**Masons, who built castles, carved special marks into their stones.**



**Can you invent and draw your own mark? Or trace it with your finger on the wall?**

*creative*



**Mary Queen  
of Scots became  
queen when she  
was 6 days old.**

**If you were a king  
or queen, what rules  
would you make?**

imagine

**The job of a jester was  
to make people laugh!**

Can you take turns to  
do a funny noisy action,  
with each person  
adding on a new one?



**OOPS!**

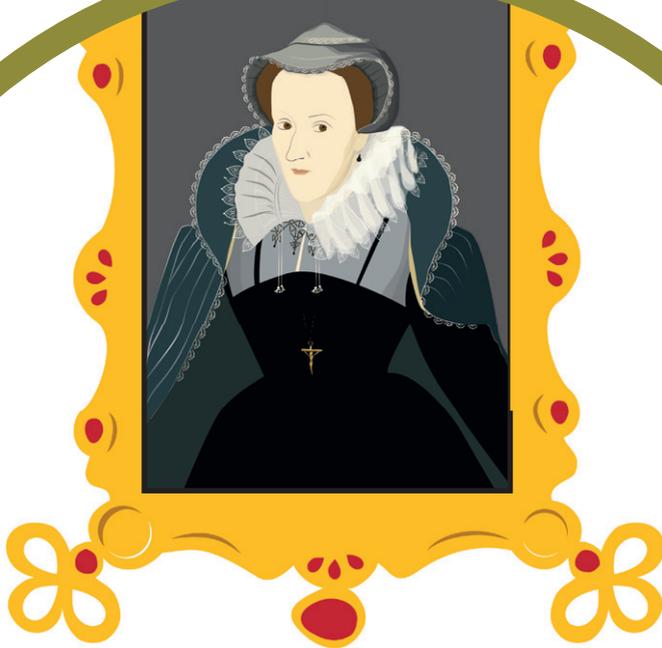
active

**Hold out your pretend plate and explain what you've prepared for a special feast.**



**Make it as disgusting or as delicious as you like!**

imagine



**People who owned castles  
had fancy clothes.**

**Dress up in your finest clothes  
and take a picture!**

**Castles were busy,  
smelly, noisy places.**

**Close your eyes:  
imagine what you'd  
smell and hear in a  
castle long ago.**



imagine

**Imagine you were  
a king, queen, servant,  
guard, or jester.**

**Would you walk gracefully, rush past,  
march angrily or prance around?**

**Can we guess your job from how you move?**





**Lots of interesting shapes  
are used in castles.**

Can you build a castle out of  
toy blocks or things in your  
recycling box?



creative



**Castles needed protecting.**

Can you find the best place  
in your home to keep watch  
for enemies?

active

## Clap along:

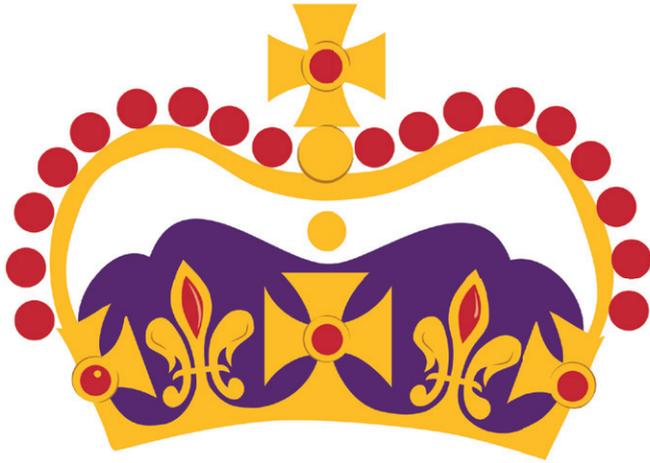
The lion and the unicorn  
were fighting for the crown

The lion beat the unicorn  
all around the town

Some gave them white bread  
and some gave them brown

Some gave them plum cake  
and drummed them out of town.





**How would you  
speak if you were  
a king or queen?**

imagine

**The Castle Steward  
was in charge of everyone  
working in the castle.**

Play the game Simon Says  
but swap it to 'Steward Says...'

What orders  
would you give?



active



**If you were a knight,  
what armour would you  
want to protect you?**

imagine



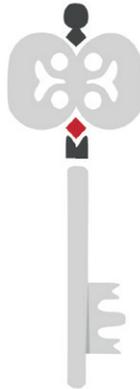
**Make a short story which includes these things:**



creative

**Choose a key - what can  
you imagine it opening?**

A stable door, a chest of jewels,  
the food store, the castle gate?



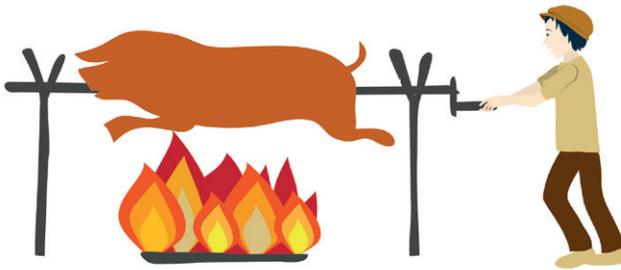
imagine

***Turnbrochie: a child  
who turned a spit to  
cook meat over a fire.***

How would they have felt?

This is the way we turn the spit,  
turn the spit, turn the spit.  
This is the way we turn the spit  
in a hot and busy kitchen.

(tune: Here we go round the Mulberry Bush)



rhyme time